Summary of rules for *M! M! / T&T*

Monsters! Monsters! (M!M!) is an RPG first designed by Ken St. Andre in 1976. It is a variant on the 1975 game he created, *Tunnels and Trolls* (1st ed.). Here's a rules summary for *T&T/ Monsters! Monsters!* to help get you started:

1. **Roll character** –3d6 for Str., Dexterity, Luck, Speed, Constit., Charisma, Intellig., Wizardry. Roll 3d6 x 10 for gold pieces. Name character.

   For example, the dice give us STR 8, DEX 13, LK 12, SPD 10, CON 8, CHR 9, INT 14, WIZ 16. Let's call this fellow "Osric."

   If you roll triples (e.g., 2,2,2) then sum the total, reroll & add for a new total. This can continue (rare). It is called **TARO** (triples add & roll over). No TARO for gold pieces.

2. **Character kindred** in *M!M!* can be human, giant, faery, demon and many more. **Humans** are most simple (x1 for all attributes). Others have unique attribute multipliers (e.g., **Dwarf** = STR/CONx2, CHRx0.75. **Faery** = STR/ CONx0.25, LKx1.75, DEXx1.5, WIZx2, CHR x1.5. **Halfling** = STRx0.5, CONx2, DEX/LK x1.5. **Lepr.** = STRx0.33, CONx0.67, DEX/ LK/ WIZx1.5, INTx1.25). *See rules for more playable kindreds, e.g., Centaur, Gnome, Living Skeleton ...*

3. **Character level** is based on the PC's highest attribute (divide by 10 and round down).

   Osric is a level 1 character (top attribute = 16, divide by 10 = 1.6, round down to 1).

4. **Personal combat adds** – if the PC "combat attributes" are high (STR, DEX, LK, SPD), then the PC gets +1 *combat adds* per point > 12. This is used to calculate combat, *below*.

   Osric has STR 8, DEX *13*, LK 12 & SPD 10, giving him +1 combat adds.

5. Choose a **character class** (Warrior, Wizard, or Rogue).
   - In other adventures, many Players choose **warriors.** They're *strongest in physical combat* and get x2 protection from armor (due to training) but can't cast spells.
   - **Wizards** can *cast spells* but can normally only use weapons up to 2d6 damage (+ any weapon adds, e.g., a 2d6 + 2 dagger).
   - **Rogues** are *a mix of warriors and wizards*. They can use any weapon and cast spells but are not great doing either. Rogues get extra **talents** or skills (below).

   Generally, if a PC's highest attributes are: STR & DEX, choose a warrior; if INT & WIZ, a wizard; if LK & CHR, a rogue. Or what-ever you prefer, after all this is *T&T/Monsters! Monsters!*

   With Osric's high WIZ (16) and healthy INT (14), he's suited for life as a wizard.

6. **Saving Rolls (SR)** or **"saves"** decide success or failure of attempted actions, e.g. *"I search for traps."* To make a SR, roll 2d6 and add the relevant PC attribute to the roll. Success is if the result is = or > the target #. A natural "3" is a **critical fail** (2 + 1) that can have terrible consequences (only if specified in adventure text). The target # for level 1 (**L1**) SRs = 20, **L2** = 25, **L3** = 30… *Note*: if you roll **doubles** on the 2d6 (e.g., 3, 3) then sum this total, reroll and add for a new total. This is **DARO** ("doubles add and roll over") & only for SRs.

   Osric tries to decipher words written on a door in an odd language. The adventure text states he needs a *Level 2 SR on INT*. He rolls 2d6, gets a 7 & adds this to his INT (14). He can't figure it out (7 + 14 = 21, shy of the L2 target # of 25). He must thus decide whether to pass through the door without understanding the words.

7. **Combat** in *T&T/M!M!* is simple. Each opposing side rolls their dice & calculates their combat total. The side with the higher total # inflicts damage on their foes (no need to check if someone hits in melee combat). **Damage dealt** = diff. in combat totals (taken off CON or MR, *below*). Allies add combat totals together and damage is shared amongst the losers (losing side chooses how to allocate damage). *Note*: no TARO/ DARO in combat.

> Our friend Osric is attacked by Gran the Mighty. Osric uses his wizard's staff, a 2d6 + 2 weapon (stats given per wpn). He rolls a 7 on the 2d6, adds +2 for the staff's wpn adds. He also adds +1 for his personal combat adds (due to his DEX of 13, above). His combat total is 10 (7 + 2 + 1).
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> Osric has an ally, Lorka the rogue. She has +1 combat adds and wields a spear (3d6 +0 weapon). Lorka rolls an 8 for her spear (on the 3d6), plus her +1 combat adds for a total of 9. This is added to Osric's 10 to equal 19 for their side (10 + 9).
>
> They face Gran the Mighty, who grips a mace (5d6 +0). Gran rolls a 16 & with his combat adds (+12), his total # = 28. Osric and Lorka lose the round & suffer 9 points of damage (28 – 19) - *to be allocated between the losers as they see fit*. Combat goes on until one side is defeated, surrenders, flees, etc.

8. **Combat (dice and adds) –** as mentioned above, combat totals are a combination of weapon dice + weapon adds (e.g., a 2d6 +2 dagger) + personal adds of the combatant.

   Some foes don't have a full set of stats, just a simple #, a **Monster Rating** (MR). In this case, combat dice & adds = (# of combat dice = MR/10, round up) + (# of combat adds = MR/2, r.u.), unless noted otherwise). For example, a Giant Spider with MR 25 attacks w/ 3 dice + 13 adds [(25/10 = 2.5, r.u. = 3 dice) + (25/2 = 12.5, r.u. = 13 adds)]. For foes with an MR, they take damage off this #. Their # of combat dice is constant, but their combat adds fall as their MR drops (1/2 MR).

9. **Combat complications (Armor)** – armor provides protection by absorbing damage. Warriors get x2 effective protection due to training.

> In combat, a Giant Spider wins the turn vs. Osric by 2 points (diff. betw. the arachnid's turn of combat dmg vs the wizard's). Osric must take 2 hits off his CON. However, he carries a small shield that gives 3 protection per turn. *As a wizard, he does not get the x2 armor effectiveness that warriors get.* Osric deflects the 2 pts of dmg from the Giant Spider using his buckler and thus takes 0 hits to his CON this turn. If the spider won the turn by 4 points, Osric would take 1 hit of damage if using his small shield (4 hits – 3 prot. = 1 dmg).

10. **Combat complications (spite damage)** when a "6" is rolled in combat, 1 point of spite damage is inflicted. Spite damage ignores armor and always injures the opponent, even if they win the combat round.

> Lorka rolls 3d6 for her spear and gets 1, 1, 6. She inflicts 1 point of spite dmg against her foe, Gran (due to a single 6 roll).

11. **Combat complications (level bonus, warriors only) –** since warriors are trained in weapon use, they gain a bonus of 1d6 per their level *per weapon* used. Wizards/ rogues do not get this bonus.

> Tahg, a L1 warrior, wields a 4d6 sword and gains a +1d6 warrior bonus. At L2, Tahg gains a +2d6 war. bonus *per weapon wielded.*

12. **Healing** generally occurs between adventures with rest. However, during an adventure, magic can heal (as per the rules for the healing spell), as can special items (e.g., healing potions). Effects are described in adventure books and the rulebook.

13. **Death** – when a character's constitution (CON) falls to 0, they are unconscious and lose 1 CON per turn. They die unless rescued quickly or CON reaches -10.

14. **Magic** (**spells**) – why choose to be a Wizard or Rogue? Magic and spellcasting! A L1 Wizard knows all 1st level spells in the Rulebook. A Rogue starts knowing a single spell (they choose 1 and must have the required INT and DEX to cast, *below*). After their start, wizards and rogues can learn **new spells** if they purchase training (see rules) or otherwise acquire the knowledge.

15. **Magic (spell requirements)** – each level of spell has an INT and DEX requirement to cast. Level 1 spells require INT 10 and DEX 10, L2 req. 12 INT & DEX 12, L3 req. 14 INT & DEX …

16. **Magic (spell cost)** – casting spells drains WIZ. Each spell has a base cost to cast, e.g., 6 WIZ. This is the amount drained from the PC's WIZ score. PCs can cast as long as they know a spell and have the required WIZ.

> Osric casts *Will-o-Wisp*, a spell to create light (drains him of a base cost of 2 WIZ).

17. **Magic complications (WIZ recovery)** – Spellcasters recover WIZ at the rate of 1 per turn when there is no combat, spellcasting or saves (SR). This rate differs only when specified.

18. **Magic complications (focus device)** – the tools of a wizard are their mind and often a device to focus attention. These can include a staff, wand, necklace, ring, etc. A wizard must choose *one* specific item to reduce the spell cost *equal to the level of the wizard.*

> Cormac the L2 wizard grips his oak staff (his personal focus device), and casts *Take That!* This spell normally drains 6 WIZ but only costs him 4 since he uses the focus device (6 WIZ base cost – 2 WIZ for focus device).

19. **Magic complications (caster level)** – It's easier for wizards to cast spells as they level up. Subtract the *wizard's level* from the *spell level* to determine reduction in drained WIZ (e.g., a 2nd level wizard who casts a 1st level spell has a reduction of 1 WIZ to cast). This is *in addition* to the focus device bonus (*above*). Rogues do not gain this benefit.

> In the above ex., our L2 wizard friend, Cormac casts *Take That!* He grips his focus device, an oak staff, to give him a -2 WIZ cost (base cost to cast = 6 WIZ, now 4 WIZ due to the focus device). In add., as Cormac is a L2 wiz. he also gains a -1 WIZ spell cost (wiz. lev. of 2 – spell lev. of 1 = 1 WIZ reduc.). Total cost for Cormac to cast this L1 spell = 3 WIZ, not the 6 WIZ base cost (as a L2 wiz. w/ a focus device).

Note: spellcasting always costs at least 1 WIZ (e.g., a L8 wizard casts a L1 spell. The spell reduction is 7 WIZ (8 – 1 = 7). If the base spell cost is 6 WIZ, the cost for her to cast is 1 WIZ and not -1).

20. **Magic complications (magic in combat)** – in combat, magic usually automatically affects friends and foes, regardless of who won the combat round (unless noted otherwise).

> In the battle between Osric the wizard and Lorka the rogue versus Gran the Mighty, after the 3rd combat turn, Osric is getting worried. He casts the *Take That!* spell (energy blast) at Gran and automatically inflicts 14 points of damage even if Gran wins the combat round.

21. **Talents / skills** are special abilities possessed by different characters. Some are obvious (e.g., a carpenter with *carpentry*, a healer with *medicine*). Other talents are selected or learned (e.g., a PC can gain an *astronomy* talent after reading a relevant book). Most talents give a +3 bonus to any relevant SR unless noted otherwise. One talent is chosen (+3) when creating a character. Talents can be learned or purchased by expending Adv. Points (*below*).

22. **Experience/ Adventure points (AP) and Leveling Up**: Characters gain experience by overcoming challenges. This includes defeating opponents, attempting saving rolls (pass or fail) and spellcasting.

    AP rewards for **defeating opponents** are based on the strength of the opponent (e.g., if Osric vaporizes the Ethereal Vampire with MR 99, our wizard friend earns 99 AP, unless noted otherwise).

    For each **SR**, the character gets AP equal to their roll multiplied by the SR difficulty level (pass or fail).

    > If Osric tries to jump over a chasm and needs a *L2SR on SPD*, and he rolls a 5 (a fail), he'll get 10 APs (pass or fail), i.e., roll (5) x SR level (2).

    Spellcasters also gain APs by casting spells (AP = expended WIZ).

    APs are used to raise attributes and gain talent bonuses. *Spending or using APs is fully explained in the game rulebook.* APs can also be awarded by a GM (or in a solo book) at the conclusion of an adventure and are often based on the achievements of the PC.

    APs were used differently in **earlier editions** of rules. If you play with an earlier edition (e.g., T&T rules 5.5 edition) then multiply AP rewards by 5.

A selection of first levels spells in *M!M!* (statistics/ mechanics)

Spell name *	WIZ cost	Durat. (comb. turn)	Range (cast)	Range (effect)	Power up?	Description
Curse weapon (flaming)	8	10 min.	Touch blade	n/a	Y, each addl lv # of addl dice of extra dmg.	Causes blade of a weapon to flame doing addl 1d6 of dmg at lv 1.
Detect Magic	1	1	5' per spell lv	5' around cast pt	Yes, x 2 effect	Detects magic in objects (not beings), & basic type of magic. Trained wizards get sense of magic in range w/o casting spell. Spell gives specifics.
Fear/ Git Outta Here	5	1	20'	1 being	Y, x 2 range to cast	Combines IQ + LK + CHR of caster to drive away foe with lower MR (or IQ + LK + CHR) If spell fails, foe will chase caster...
Find Obj./ Oh 'Dere It Is	4	1	LoS < 20'	Target	Y, x 2 range of spell	Causes invisible items, doors or beings to glow with a soft purple radiance.
Know Your Foe	5	Instant	20' per caster lv	n/a	n/a	Determines the MR or attribute total of any one target.
Light/ Light Up	1	10 min.	n/a	10' around caster	Y, x 2 range/ or intensity of light	Lights up finger (or tendril) with equivalent of light from a torch.
Lock/ Lock Dat	3	instant	Touch	Y (spell lv = lock lv)		Locks most of the same or lower level.
Open/ Open Dat	3	instant	Touch	Y (spell lv = unlock lv)	Y, unlocks higher lv ocks. Spell lv = lock lv	Unlocks most locks of the same or lower lv.
Smoke Em' (smk. tendrils)	5	5	LoS < 100'	Similar to range cast	Y, x 2 range of effect	Creates controllable smoky tendrils. Can't touch or carry obj.s. Can cause air currents to extinguish a candle, open unlocked window or fill someone's lungs to create a coughing fit.
Take That!	6	Instant	LoS < 200'	n/a	Y, dmg x2	Deadly (killing) damage = caster's IQ but only affects a single target.
Turtle Feet (8)	8	1	Touch	1 target	Yes, x 2 duration	Target slows by 1/2. Actions that take 1 turn now ake 2. In combat, target does only ½ dmg per turn.

** Full details provided in game rulebook.*

List of first level spells *(and spell names in other games)*

 # in parentheses is the required WIZ (mana) to cast. Spells with a "*" can be cast in any turn. This spell list includes referenced spells as suggestions if playing with compatible or other game systems (e.g., T&T).

#	M! M!	T&T	Others
1.	Detect Magic (1)	Detect Magic (1)	Detect Magic
2.	n/a	Hocus Focus (5)*	Enchant item/wizard focus*
3.	Smoke Em' (sm. tendrils) (5)*	It's Elementary (4)*	Summon element (minor)*
4.	Open Dat (3)	Knock Knock (3)	Open lock
5.	n/a	Know Your Foe (5)	Identify foe?
6.	Lock Dat (3)	Lock Tight (3)	Lock
7.	Git Outta Here (5)	Oh Go Away (5)	Fear
8.	Oh Dere It Is (4)	Oh There It Is (4)	Find object/ see invisible
9.	Take That! (6)	Take That! (6)	Magic dart/ bolt
10.	Curse weapon (flaming) (8)*	Unerring Blade (3)*	Improve melee damage*
11.	Light Up (1)	Will-o-wisp (1)	Light
12.	Turtle Feet (8)	n/a	Slow/ web